

# Home

An Apple Specialist Publication

# Computing WEEKLY

Send every week your  
best letters, facts,  
and software reviews

## WIN

No 75

AUG 14 - 20 1994

45p

**Dune Buggy,**  
the new  
fast-action game  
from Mushroom  
Software

**Software  
Reviews for:**  
Spectrum, BBC,  
Electron, TI, Sord,  
CBM 64

**Spectrum  
Special**  
Three great  
games to type in

**BBC**  
Sharpen your  
gnashers with our  
Splurge Eater  
game!

**PLUS**  
your letters,  
software charts,  
news...

## TITANIC



## Judo star in micro show

Judo star Brian Judd is on location at a new BBC TV series about computers.

He will represent Mr Average as he and his wife Julie go through the process of buying a computer and learning how to use it, particularly to help their son Philip, aged five.

The new series, Micro Live, starts on October 3 at 8.15pm on BBC 2 with presenter Ian McEwan Davis and director Patrick Tiley.

Micro Live will be monthly, followed by a two-hour live show in the summer and then the series goes weekly.

Regular reports will come from a character as New York called Prof and on-line Free Presser Lady Judd will report on UK events.

Among the items in the first show is a review of products for home computers, a feature on the break up of AT&T, the US phone company, on the eve of the liberalisation and

Continued on page 3

## Card to foil pirates

A credit card can help stop software piracy, says Brian Edge Data (RED) which has developed a ground new system.

Developments has taken many months and started because Adams programs, which owns RED, like many other software publishers, is losing money to the pirates.

RED is a simple system, claimed to be foolproof, that can be adopted by any software company or programmer and, while it prevents mass copying, it will allow the computer enthusiast to make back-up copies.

The secret of RED is in the stylized security card which is the same size and shape as a credit card. The reader unit, which plugs into the computer, prevents the program from being run until the system is activated by the RED card.

Each card carries a magnetic coding, identical to a program code written into the software for the particular game. Only when the computer can match

Continued on page 3



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# Home Computing WEEKLY

**THE JOURNEY**  
THE ADVENTURE  
OUT SOON  
FROM Temptation



## REGULARS

<b>News</b> .....	6
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Our exclusive guide to best-selling arcade and non-arcade software, plus Top 100 for six home systems	
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Spot the differences and you could win Dune Buggy, a great new game, and other software	
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Use the summer break to reinforce what's been taught. It's free to learn, so they say	
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A selection of games for the Commodore 64, Spectrum and TI-99/4A	

**HOME COMPUTING  
WEEKLY  
BRITAIN'S BRIGHTEST**

## PROGRAMS

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**Readers:** Your programs and articles can earn cash (and the admiration of your friends!). Send them to us for evaluation by experts

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# SUPER SAVERS

SPECTRUM	80K	128K	COMMODORE 64	800	128K
AMAZON RUN	£7.95	£9.95	FLIGHT SIMULATOR	£9.95	£9.95
CLAC BLAC	£9.95	£9.95	CLAC BLAC	£7.95	£9.95
DETHPOOL	£5.95	£9.95	SUMMER RUGGERS	£9.95	£9.95
JUNGLE FEVER	£9.95	£9.95	FLYING TIGERS	£9.95	£9.95
SHUL	£9.95	£9.95	WARRIOR BULLET	£7.95	£9.95
SARNO CRAP	£5.95	£9.95	CHINA WARRIOR	£7.95	£9.95
CRACK! (TG)	£7.95	£9.95	ST. OUT MY GARDEN	£9.95	£9.95
KAMIKAZI	£9.95	£9.95	BURGERS (TG)	£7.95	£9.95
BLAST ALLEY	£9.95	£9.95	PANCAKE PANCAKE	£7.95	£9.95
LIGHT CYCLE	£9.95	£9.95	CHUCKY POC	£7.95	£9.95
POKE	£9.95	£9.95	SPICE POKE	£7.95	£9.95
BLAT BAR	£9.95	£9.95	FLIGHT PAIR TIT	£7.95	£9.95
MOON JUDGY	£9.95	£9.95	CHOCOLATE	£7.95	£9.95

MS-15	£9.95	£9.95	POKE	£7.95	£9.95
BLAT BAR	£9.95	£9.95	CHOCOLATE	£7.95	£9.95
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LALON POKERS	£9.95	£9.95	THE DUNDING	£9.95	£9.95
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## PROGRAMMERS £1,000 REWARD!

We are offering a prize of £1,000 for the best arcade game program submitted to us by August 31, 1994 for either the 48K Spectrum, Commodore 64 or Amstrad. The program must be your own copyright which will be assigned to us on presentation of the award. The winner will also receive royalties based on our normal, escalating royalty package, for all copies of the program sold for any home computer. To enter, submit a copy of the program together with full operating instructions to:

R M Summers  
**STERLING SOFTWARE**  
Garfield House  
68-68 Edgware Road  
London W2 2HW

The decision of the publishers will be final and the name of the winner will be announced in the computer press.

Sterling Software is a division of Sterling Publications Limited

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## NEWS

Category	Yes (%)	No (%)
In self-defense	85	15
To protect others	75	25
To punish someone	65	35
To maintain order	55	45



percentage of Greek

Mr. Tilly said the stream would cover the whole world of information technology: "Everything that has a chip is in it."

## 6666

**Abstract**

the code on the RFID security card with the code on the tape, does it allow the game to

This means that although paper can be recycled, the program will not run without a UIC card — making it useless to anyone.

Managing director Catherine Shaw said "The ideal system would be where every person who has a home computer would also have a RED system — that we would have total universal access."

Mike Shaw explained that the cost for RFD on a business system was somewhere in the region of £20 and said: "But the cost for a home computer will be proportionally less — and I expect it to be about 60."

Copy of the software should not alter. According to Mrs. Shaw "The cards are very inexpensive, and should easily be obtained within the profit margins of software companies."

Strongly Agree (5), 73% (n=100)  
Agree (4), 27% (n=37)

**Sounds  
great!**

Use your Spectrum to create new sounds. Just cut from disk-tracks: Deep Amplifier, with volume control (214 85) and Three-channel Sound Synthesizer (176 00).

The synthesizer incorporates the loop amplifier to improve sound quality and output. This unit also makes you can program four own music over a complete eight-octave range as well as control three-dimensional tone and/or other notes.

diffusion, and a large number of other factors. See, for example, S. G. Mason and J. H. Van Wazer, *Chemical Kinetics*, 2nd ed., McGraw-Hill, New York, 1967, p. 100.

**Abstract**

Adventure games are gaining in popularity, and the big test for software houses is to find one that stands out from the crowd. *Soft Consumers* thinks that *The Code* does just that — "it's an adventure game with a difference"; in the class. The added incentive to complete the game is a cash or computer equipment prize worth £1,500 for the first person to win.

The Code runs on the 486 Spectrum and costs £8.95. When you play the game, you're thrown into a top-down screen. Your time is limited and your mission is to place junctions, doors and move between the low levels to reach the code room. This is where the real puzzle begins. Hints are encouraged, are money against, come bombs and red barriers.

Soft Concern is doing so by creating a privacy by taking all copies of the contracts together with the buyer's name and address. If you order by mail, your cheque must have your banker's card number on the back.

David C. Reardon, PhD, is an associate professor of psychology at the University of North Carolina at Charlotte. He is also a past president of the American Psychological Association.

Summer releases from Shards include *Operation Refire: The Dragon Promised*, as the long-awaited sequel to *Footprints in the Dark*. Shards claims it has some of the best signal and graphics available for the Dragon, as well as over 900 characters and weapons and a diverse range of other items. £1.99.

Shirley, Raymond, Alex, Jonathan  
Ed. Christine, Peter

Three new games from Kiviat: Crystal Frog, Motorcycle Crazy<sup>2</sup> and Meadows. They cost £5.95 each and run on the BBC Spectrum. Crystal Frog and Motorcycle Crazy<sup>2</sup> are adventures, while Meadows is an arcade game.

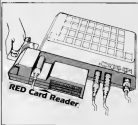
Library, 30 Columbia Rd. Newbury,  
S. Massachusetts 02459-1602

You may remember reading about Danbury's Mario Olympia Wall, now it's available for the Commodore 64 and Spectrum as well as the Nintendo. Perhaps the game will be one small step to promoting world harmony, even if the Olympics fail to do just that.

Deutsche, Emma, 40, 41  
 County Rd. 1000, 1000  
 New York City 1000

**Argus From Software** has introduced a series of programs called **Mind Clusters**. Three are now on general release, and nine more will be ready by September. They're games of strategy, and the first three are **Quanta**, **Quanta II**, and **Quanta III**. **Quanta**, **Quanta II** and **Quanta III** are for the Spectrum, BBC, Commodore, Amiga, and Atari. **Quanta** is a board game in which you are in a kind of maze and you have to think your way out of your problems. Usually you have to find the shortest way out. **Quanta II** is for Spectrum, BBC, Commodore, and Atari. It costs £19.95 for the Spectrum and £19.95 for BBC and Commodore.

Arco Press Software, No. 1  
Golden Square, London W1R  
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**RESEARCH DESIGN**



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[illegible]

**Step 3: Data Analysis** \$1.5  
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using statistical software to analyze the  
data and generate reports. The results  
of the analysis were then used to  
draw conclusions and make recommendations.

1000

difficulties in the capital raising of the 1980s, companies were left at the mercy of the market and price of primary offerings is almost guaranteed to be below par. Indeed, the 1980s was the decade of the leveraged buy-out, and the 1990s will be the decade of the leveraged buy-back. The 1990s will also be the decade of the leveraged buy-out, and the 1990s will be the decade of the leveraged buy-back. The 1990s will also be the decade of the leveraged buy-out, and the 1990s will be the decade of the leveraged buy-back.

[illegible]

**VIDEO SOFTWARE LTD.**  
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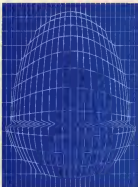


# THIS IS THE BIG ONE! The 2nd Official Acom User Exhibition

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Friday 10th - 10am to 5pm  
Saturday 11th - 10am to 5pm  
Sunday 12th - 10am to 5pm

\* Also on Sat. 10am to 5pm on Thurs. 10th  
& Fri. 11th Morning - Pyrexia Ltd. only.



## BIG VALUE

The success story of Acom Computers - the BBC Micro and Electron is mirrored by suppliers who have produced more and more hardware, software, supplies and services. And they'll all be at the exhibition - disk drives, plotters, printers, monitors, joysticks, robots, books and magazines, all kinds of software - everything for the Acom owner.

And of course Acom will be there in force with all their latest developments and software.

There'll be special offers, competitions, advice centres and special events as well.

And all this for only \$3.00 at the door, undersevens \$2.00. (Use the coupon to beat the queues and save \$1.00.)

## BIG VENUE

Olympia 2 is the brand new exhibition centre next to the old Olympia. It's got everything, wide gangways, lots of space to sit down and eat, plenty of catering outlets.

Getting there is easy too. It's got its own tube station, bus routes 9, 27, 28, 33, 49, 73 and 91 go right past the door, and there's a car parking too!

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Remember this is the Official Acom User Show, it's the most informative, prestigious and influential user show in the country. Whether you're a businessman, serious user or games enthusiast there's something for you.

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# Now, the BBC

The BBC Micro has now taken a giant step into the world of business computing.

With the addition of its new Z80 second processor, it is the first computer at anywhere near its price to become fully compatible with CP/M software.

As most business computer users can verify, CP/M is the most widely used form of software in business today.

**For £299, you're well and truly in business.**

At £299, the Z80 adds 64K of usable RAM to the BBC Micro. And it allows you to use the CP/M 2.2 computer operating system.

**It's extremely fast.**

And besides giving you access to a vast new area of software, it enables you to use GSX graphics-based programs, the perfect complement to the BBC Micro's own superb graphics.

**Free software and languages.**

The Z80 second processor comes complete with five CP/M business programs.

To handle your word processing, there's MemoPlan. It's a program with some highly sophisticated features, such as a safeguard against data loss through power cuts and the ability to show two documents simultaneously on the screen.

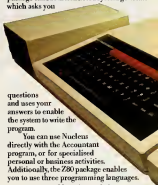
To form your CP/M personal database, there's FilePlan. It stores names, addresses, telephone numbers, stock listings and more. And if you use it with MemoPlan, you can generate personalised letters, labels and mail shots.

To produce forecasts and analyse groups of figures diagrammatically, simply use the GraphPlan program. This is incredibly helpful in working out vital business calculations, converting them into graphs and charts.

Meanwhile, in the book-keeping department, there's the Accountant program.

Use it to enter day-to-day transactions into the computer. Then, at any time, you can ask the computer to produce lists, summaries, reports, audit trails and trial balances. You can readily expand this package to a fully ledger based system, complete with payroll and more.

Finally, to help you to develop your own programs without having specialised experience, the Z80 comes with another software package called Nuclens. It's a system generator which asks you



questions and uses your answers to enable the system to write the program.

You can use Nuclens directly with the Accountant program, or for specialised personal or business activities. Additionally, the Z80 package enables you to use three programming languages.

**Your BBC Micro instantly becomes multi-lingual.**

To simplify writing your own software with the Z80, there's BBC BASIC.

For running professionally written business programs, there's Professional BASIC.

And then there's CIS COBOL, the leading microcomputer version of COBOL, the language used in mainframe computer applications throughout commerce and industry.

With CIS COBOL, the Z80 also gives you two sophisticated programming aids.



# Macro.

One is Animator, an award winning debugging tool which enables you to identify programming errors quickly and easily.

The other is FORMS 2, which helps you to write your own interactive programs in COBOL.

With all these sophisticated features, the Z80 package is exceptional value for money. Indeed, bought separately the programs and languages could cost as much as £3,000.

See the Z80 at work.

The Z80 second processor is designed to be used with the BBC Micro Model B incorporating a Series 1.2 Machine Operating System and linked to a dual 80-track disc drive, a printer and monitor.

Ask your BBC Micro dealer to show you just how far it can go in the world of serious business computing.

For your nearest dealer, ring 01-2000200.

#### Technical specification.

The Z80 has a 64K Random Access Memory, running CP/M 2.2 which provides approximately 55K bytes of RAM for user programs.

It operates at a clock rate of 6MHz.

Power supply is integral. Height,

70mm. Width, 290mm.

Depth, 350mm.



**The BBC Microcomputer System.**

Designed, produced and distributed by Acorn Computers Limited.

# CHARTBUSTERS

BRITAIN'S SOFTWARE

# CHARTS

by the ASP Market Research Group

## ARCADE

- |                       |         |             |
|-----------------------|---------|-------------|
| 1 Match Point         | Amstrad | Spectrum 10 |
| 2 Salvo War           | Amstrad | Spectrum 10 |
| 3 Rhydon Hill         | Amstrad | Spectrum 10 |
| 4 Lord of Midnight    | Amstrad | Spectrum 10 |
| 5 Transvision         | Amstrad | Spectrum 10 |
| 6 Interlocked         | Amstrad | Spectrum 10 |
| 7 Pals                | Amstrad | Spectrum 10 |
| 8 Jet Set Willy       | Amstrad | Spectrum 10 |
| 9 Spit of Blagger     | Amstrad | Spectrum 10 |
| 10 Bombs (Last Level) | Amstrad | Spectrum 10 |

## NON-ARCADE

- |                     |         |             |
|---------------------|---------|-------------|
| 1 Yarnella          | Amstrad | Spectrum 10 |
| 2 Mager             | Amstrad | Spectrum 10 |
| 3 War of the Worlds | Amstrad | Spectrum 10 |
| 4 The Hapless       | Amstrad | Spectrum 10 |
| 5 Hell of Rome      | Amstrad | Spectrum 10 |
| 6 The Hapless       | Amstrad | Spectrum 10 |
| 7 The Hapless       | Amstrad | Spectrum 10 |
| 8 The Hapless       | Amstrad | Spectrum 10 |
| 9 The Hapless       | Amstrad | Spectrum 10 |
| 10 The Hapless      | Amstrad | Spectrum 10 |

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PCE, Websters, PCS and Software Centre.

## SPECTRUM

- |                       |         |
|-----------------------|---------|
| 1 Match Point         | Amstrad |
| 2 Salvo War           | Amstrad |
| 3 Rhydon Hill         | Amstrad |
| 4 Lord of Midnight    | Amstrad |
| 5 Transvision         | Amstrad |
| 6 Interlocked         | Amstrad |
| 7 Pals                | Amstrad |
| 8 Jet Set Willy       | Amstrad |
| 9 Spit of Blagger     | Amstrad |
| 10 Bombs (Last Level) | Amstrad |

## COMMODORE 64

- |                       |         |
|-----------------------|---------|
| 1 Match Point         | Amstrad |
| 2 Salvo War           | Amstrad |
| 3 Rhydon Hill         | Amstrad |
| 4 Lord of Midnight    | Amstrad |
| 5 Transvision         | Amstrad |
| 6 Interlocked         | Amstrad |
| 7 Pals                | Amstrad |
| 8 Jet Set Willy       | Amstrad |
| 9 Spit of Blagger     | Amstrad |
| 10 Bombs (Last Level) | Amstrad |

## DRAGON 32

- |                       |         |
|-----------------------|---------|
| 1 Match Point         | Amstrad |
| 2 Salvo War           | Amstrad |
| 3 Rhydon Hill         | Amstrad |
| 4 Lord of Midnight    | Amstrad |
| 5 Transvision         | Amstrad |
| 6 Interlocked         | Amstrad |
| 7 Pals                | Amstrad |
| 8 Jet Set Willy       | Amstrad |
| 9 Spit of Blagger     | Amstrad |
| 10 Bombs (Last Level) | Amstrad |

Compiled by W. H. Smith and Websters. Figures in brackets are last week's positions.

## VIC-20

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|-----------------------|---------|
| 1 Match Point         | Amstrad |
| 2 Salvo War           | Amstrad |
| 3 Rhydon Hill         | Amstrad |
| 4 Lord of Midnight    | Amstrad |
| 5 Transvision         | Amstrad |
| 6 Interlocked         | Amstrad |
| 7 Pals                | Amstrad |
| 8 Jet Set Willy       | Amstrad |
| 9 Spit of Blagger     | Amstrad |
| 10 Bombs (Last Level) | Amstrad |

## BBC

- |                       |         |
|-----------------------|---------|
| 1 Match Point         | Amstrad |
| 2 Salvo War           | Amstrad |
| 3 Rhydon Hill         | Amstrad |
| 4 Lord of Midnight    | Amstrad |
| 5 Transvision         | Amstrad |
| 6 Interlocked         | Amstrad |
| 7 Pals                | Amstrad |
| 8 Jet Set Willy       | Amstrad |
| 9 Spit of Blagger     | Amstrad |
| 10 Bombs (Last Level) | Amstrad |

## ZX81

- |                       |         |
|-----------------------|---------|
| 1 Match Point         | Amstrad |
| 2 Salvo War           | Amstrad |
| 3 Rhydon Hill         | Amstrad |
| 4 Lord of Midnight    | Amstrad |
| 5 Transvision         | Amstrad |
| 6 Interlocked         | Amstrad |
| 7 Pals                | Amstrad |
| 8 Jet Set Willy       | Amstrad |
| 9 Spit of Blagger     | Amstrad |
| 10 Bombs (Last Level) | Amstrad |







## BBC PROGRAM

[illegible][illegible]

**FOR THE BEST  
TI-99/4A SOFTWARE**

**Packaged in Austin Wickets**



1. The first step is to identify the problem. This involves understanding the symptoms and the context in which they are occurring.

1. **Introduction**  
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Age Group	Percentage of Respondents
18-24	~15%
25-34	~85%
35-44	~75%
45-54	~65%
55-64	~55%
65-74	~45%
75+	~10%



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**Figure 1**

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TI-99/4A  
BASIC

**THE BIGGEST ARCADE ADVENTURE  
OVER 50 DIFFERENT  
SCENES**

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## SOFTWARE

Considerably Revised, Reissued, April 1974 (2)  
Reprinted 1974, 1975, 1976.

REAR, REMOTE BY AIRPORT  
STREET CORNER, FRONT PARKING  
CONCRETE SIDE WALK RAMP

## COMPETITION

Prizes to a value of over £1,000 are offered by Mushroom Software in this week's competition.

20 free games of *Extended BASIC* for the Commodore 64, together with *Dune Buggy* and *Super Scramble*, two new games.

With *Dune Buggy*, you find your quest is hidden in the African desert and you are recovering through the Cossack forces. Unfortunately, you are carrying a fair amount of damaged goods — and as you reach the barrier across becomes to realise that you 'tip' and burst through the barrier.

Cossack officials do not take kindly to your damaged cargo, and launch an attack on you with helicopters and tanks. You have the choice of either being in the offensive element, or jumping over them.

Crashers in this game are particularly good, with the system able even later to give a realistic effect.

In *Super Scramble*, you are the pilot of a rocket ship, and your mission is to destroy both the rocket launching by shooting at them, and the fuel dumps on the ground by bombing. This mission will test you through every aspect of your good timing, with the final part being to launch a great explosion.

Once again, special care has been taken with the graphics — a feature that Mushroom Software intends to keep with all the games it produces.

Add to these two games the *Extended BASIC*, and this makes each one of the 20 winners' packages worth a total of £11.20.

There are also 25 winners apiece of each of the two games.

You could be one of the prize-

# Win three great programs from Mushroom

Here is your chance to win more than £30-worth of software for your Commodore 64, including new titles *Dune Buggy* and *Super Scramble*

winners by just finding as many differences as possible in the two cartoons.

### How to enter

Study the two cartoons — there are a number of differences between them. Circle the differences between version B and send the response and response in its envelope. Write clearly the number of differences you found on the back of the envelope.

Post your entry to Mushroom Software, Copyrights, House Computing World, No. 1, Golden Square, London W1B 5AB. Entries close at 11.00 pm on Friday August 25, 1984.

You may enter as many times as you wish, but each entry must be on an official coupon — not a copy — and sealed in a separate envelope.

Important, please follow carefully the guidelines on marking — circled numbers and underlines in envelopes with no numbers on the back cannot be considered if you are a winner, and coupon will be sent as a letter to send your prize to clear marking is essential.

### The rules

Entries will not be accepted from employees of Apple Computer, Publishers Ltd., Mushroom Software and those on its premises in Great Britain, the Republic of Ireland, its employees' families and agents of the companies.

This does not affect other forms part of the rules.

## Mushroom Software Competition

### Entry Coupon

Name

Address

post code

### Number of differences found

Circle/s clearly and fully — if any are a difference do not use as a label that is: London (United Kingdom), House Computing World, No. 1, Golden Square, London W1B 5AB. Entries close at 11.00 pm on Friday August 25, 1984.







```

00 PRINT AT a,b;"GO"CAT a+1,b;" "CAT a-1,b;" "
05 LET a=(INKEYS="A")-(INKEYS="Z")
10 IF INKEYS="B" THEN DEEP .01,40: PRINT AT a,b+2: INK 3:CAT AT a,b+2;"
    " IF a=0 THEN PRINT AT a,y+2:" DEEP .3,40: LET a=a+10
1
PRINT AT a,y;" " GO SUB 100
20 IF a=0 AND INKEYS="B" THEN PRINT AT c-1,d+1;"E": DEEP .01,40: PRINT AT c-
1,d-1;" " LET a=a+20: LET a=0: LET d=10: LET a=-
77 IF a=0 AND b=0 THEN PRINT AT a,b;"EE"CAT a+1,b;" "CAT a-1,b;" " GO SUB
910: PRINT AT a,b;" " LET a=a+1: LET a=-1: GO TO 20
00 IF a=0 THEN PRINT AT a-1,b;"EE": GO SUB 910: PRINT AT a-1,b;" " LET a=
a-1: LET a=1: GO TO 20
90 PRINT AT a,y: INK 3:"C"CAT a,y+1;" " LET y=y+1
95 IF y=1 THEN PRINT AT a,y;" " LET y=20: GO TO 90
100 IF a=0 AND y=0 THEN PRINT AT a,b;"EE"CAT a+1,b;" "CAT a-1,b;" " GO SUB
910: PRINT AT a,b;" " LET a=a+1: LET a=-1: LET b=2: PRINT AT a,b;"EE".
110 PRINT AT c,d: INK 4;" "CAT c-1,d;" "CAT a+1,d: LET c=c+1: IF c=19 THEN
LET c=0: LET d=d-1: IF d=1 THEN PRINT AT c,d;" " LET d=20
120 PRINT AT a,d: INK 4;" "CAT a+1,d-2;" "CAT a-1,d-2;" " LET a=a+1: LET
a-1=a-2 AND INKEYS="B" THEN PRINT AT a-1,d+2;"E": DEEP .01,10: LET a=a+
30: PRINT AT a-1,d+2;" "
130 IF a=1 AND b=1 THEN PRINT AT a,b;"EE": GO SUB 910: PRINT AT a,b;" " L
E
" a=a-1: GO TO 20
135 PRINT AT g,h;"C"CAT g+1,h+1;" "CAT g-1,h+1;" " LET g=g+1: LET h=h-1
140 IF g=0 THEN PRINT AT g,h;" " LET g=20: LET h=10
145 IF a=g+1 AND INKEYS="B" THEN PRINT AT g+1,h+1;"E": DEEP .01,0: LET a=a+
1
0: PRINT AT g,h;" " GO TO 20
147 IF a=g+1 AND h=h THEN PRINT AT a,h;"EE": GO SUB 910: LET a=a-1: PRINT A
T
a,h;" " GO TO 20
140 PRINT AT i,j: INK 3:"D": DEEP .01,0
150 IF INKEYS AND J=5 THEN PRINT AT i,j: INK 4;" "
TO j=4: DEEP .001,0: PRINT AT i,j;" " TO j=4: IF
a=0 THEN PRINT AT a,b;"EE"CAT a+1,b;" "CAT a-1,b;" " GO SUB 910: LET a=a+
1
1: PRINT AT a,b;" " LET a=1: GO TO 20
200 PRINT AT i,j;" "
240 IF a=1 AND INKEYS="B" THEN PRINT AT i,j;"E": LET a=a+100: PRINT AT i,j;"
"
170 IF a=0 THEN LET h=a
900 PAUSE p: GO TO 40
910 LET d="2222211111"
920 LET a="2222244222"
930 FOR i=1 TO LEN d: DEEP CVAL d(i)/6,CVAL a(i): NEXT i
940 RETURN
1000 LET a="E0____E0E0E0____E0____E0E0____": LET b="E0E0E0E0____E0E0E0
0E0E0E0E0

```

```

1000 GOTO 100
1001 LET a=11: LET b=2
1002 LET c=0
1003 LET w=0: LET v=3
1004 LET e=0: LET d=10: LET a=0: LET f=20: LET g=20: LET h=10
1005 LET x=INT (RND*10)+7: LET y=20
1006 RETURN
2000 PLOT 0,140: DRAW 200,0: DRAW 0,20: DRAW -200,0: DRAW 0,-20
2070 RETURN
3000 RESTORE : FOR x=USR "a" TO USR "j":+7: READ z: POKE x,z: NEXT x: RETURN
3010 DATA 120,193,204,205,206,200,62,0
3020 DATA 0,0,0,240,202,202,0,0
3030 DATA 24,30,60,100,100,60,30,24
3040 DATA 24,24,60,60,60,60,20,0
3050 DATA 17,60,17,140,34,0,70,1
3060 DATA 1,2,4,8,16,32,64,120
3070 DATA 120,64,32,16,8,4,2,1
3080 DATA 10,50,124,124,124,124,100,60
4000 DATA 20,60,100,60,70,34,70,34
4010 DATA 0,34,30,60,120,200,200,34
5000 CLS : PRINT TAB 10;"0" STAR FOX 0"
5010 PRINT ""YOU are the last defender" skip;"Your job is to destroy the alien"
"" SCORE"" C=0 Points"" H=0"" I=0"" J=0""
D=100"
5020 PRINT ""DON'T get too close to the UFO""And watch out for the STAR FOX""
: PRINT TAB 10;"GOOD LUCK"
5030 PRINT 0;"Press a Key"
5040 IF INKEY="" THEN GO TO 5040
5045 CLS
5050 PRINT AT 7,9;"CONTROLS=";AT 9,12;"a=DOWN";AT 10,12;"7=UP";AT 11,12;"0=TIME"
"
5060 FOR a=1 TO 20: BEEP .1,INT (RND*40): NEXT a
5070 CLS : RETURN
6000 PAPER 7: CLS : PRINT AT 10,10: BRIGHT 1: FLASH 1: INK 0;" GAME OVER "
6010 PRINT AT 11,0: INK 0;"YOU SCORED";p;AT 12,10: INK 0;"H=";h:
6020 PRINT 0;"Press any Key"
6030 PAUSE 0
6040 PAPER 0: INK 7: CLS : GO TO 7

```

# Looking for Hooch

```

1 LET a=0: LET b=0: INK 7: PAPER 0: BORDER 0: CLS : GO TO 0000
2 CLS : LET lev=0: LET li=3 : LET acc=0
3 CLS : LET fa=20
4 LET ha=0
5 LET a=0
6 LET f=0
7 LET dsf=0
8 LET fa=10: LET fa=27
9 LET ad=12: LET aa=24
40 LET goad=12: LET pose=1
100 RESTORE : GO SUB 7000
110 LET a=0: LET f=0
1000 IF li<=0 THEN GO TO 0000
1001 LET lev=lev+1
1004 IF lev<5 THEN GO TO 7000
1003 IF acc<3 THEN PRINT AT 1,0;"0 0 0": FOR d=-30 TO 30: BEEP .002,0: NEXT d:
LET pose=500: LET acc=0
1007 PRINT AT 7,0: INK 1;"
1008 PRINT AT 9,30: INK 2;"1"
1009 PRINT AT 0,0:" CORRIDOR "lev
5010 IF li<=0 THEN PRINT AT 7,11;"GAME OVER": FOR j=1 TO 200: NEXT j: GO TO 000
0

```

## PROGRAM

```

0001 PRINT AT 13,0; INK 2;"*****";AT 14,0; INK 3;"*****"
0002 *****
0003 *****
0004 *****
0005 *****
0006 *****
0007 *****
0008 *****
0009 *****
0010 *****
0011 *****
0012 *****
0013 PRINT AT 3,11;"SCORE "inc
0014 IF 1=0 THEN PRINT AT 0,20; INK 4;"0 " ;AT 1,20; INK 4;"0 0 "
0015 PRINT AT 0,10;"LIVES:"; IF 1=0 THEN PRINT AT 0,20;" "
0016 IF 1=1 THEN PRINT AT 0,20; INK 4;"0 " ;AT 1,20; INK 4;"0 "
0017 IF 1=2 THEN PRINT AT 0,20; INK 4;"0 " ;AT 1,20; INK 4;"0 "
0018 PRINT AT posd-1,posa; INK 3;"0 " ;AT posd,posa; INK 3;"0 "
0019 PRINT AT 0,20;"0 " ;AT 10,20;"0 " ;AT 11,20;"0 "
0020 IF lev=0 THEN PRINT AT 13,4; INK 2;"0" ;AT 13,7; INK 2;"0" ;AT 13,10; INK 2;"0" ;AT 13,13; INK 2;"0"
0021 IF lev=0 THEN LET fa=24; LET aa=
0022 IF lev=0 THEN LET aa=21; LET f=1; LET aa=21
0023 PRINT AT 1,2;"ROMAN "
0024 IF acc=0 THEN PRINT AT 1,0;" "
0025 IF acc=1 THEN PRINT AT 1,0;"0"
0026 IF acc=2 THEN PRINT AT 1,0;"0 0"
0027 IF acc=3 THEN PRINT AT 1,0;"0 0 0"
0028 PRINT AT posd,0;" " ;AT posd,posa; INK 4;"0 "
0029 GOTO 0,0; DEEP .3,0; DEEP .3,0; DEEP .3,0; DEEP .4,0; DEEP .4,4; DEEP .4,0
0030 REM MOVE
0031 PRINT AT 3,11; INK 0;"SCORE " ; PRINT AT 3,11; INK 0;"SCORE "inc
0032 IF 1=0 THEN GO TO 0000
0033 IF INKEY="a" THEN GO TO 0000
0034 IF INKEY="h" THEN PAUSE 0
0035 IF INKEY="q" THEN GO TO 0000
0036 IF posd=0 THEN DEEP .00,0; DEEP .00,2; DEEP .00,4; LET scsc=100; LET aa=
0037 scsc+1; PRINT AT posd,posa;" " ;AT posd-1,posa;" " ; LET posa=2; GO TO 1000
0038 IF INKEY="a" THEN DEEP .000,0; LET scsc=10; LET posa=posa+1
0039 IF posa=1 AND INKEY="q" THEN DEEP .000,0; LET posa=posa-1; LET scsc=10
0040 IF INKEY="a" THEN PRINT AT posd,posa;" " ;AT posd-1,posa;" " ; PRINT AT
posd-2,posa+2; INK 3;"0" ; DEEP .000,10; PRINT AT posd-3,posa+2; INK 3;"0" ; GO
TO 0005,14; LET scsc=20; PRINT AT posd,posa;" " ;AT posd-1,posa;" " ; PRINT AT
posd-2,posa-1;" " ; PRINT AT posd-3,posa-1;" " ; LET posa=posa+2
0041 LET fa=fa-1
0042 IF fa=0 AND aa=1 THEN PRINT AT ad,aa;" " ; LET aa=20
0043 LET aa=aa-2
0044 IF f=0 THEN PRINT AT ad,aa;" " ;AT ad,aa+2;" "
0045 IF fa=0 AND fa=1 THEN PRINT AT fd,fa;" " ; LET fa=20
0046 IF a=1 THEN PRINT AT fd,fa;" "
0047 PRINT AT posd,posa; INK 3;"0 " ;AT posd-1,posa; INK 3;"0 "
0048 IF lev=1 THEN GO TO 0000
0049 GO TO 1000
0050 CLS ; PRINT AT 13,0; INK 2;"*****";AT 14,0; INK 3;"*****"
0051 ;AT 15
0052 ;INK 2;"*****";AT 16,0; INK 2;"*****";AT 17,0; INK 2;"*****"
0053 *****
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## PROGRAMS

[illegible]

Further, the authors note that the results of the study are consistent with the findings of other studies that have shown that the use of a decision support system can improve the performance of a task.

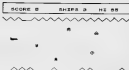
```

3 BORDER B: PAPER B: INK 7: CLS 1: PRINT AT 10,9: PAPER 4: INK 0: FLA
20 1:"Please wait": GO SUB WAIT
3 CLS 1: INK 7: BORDER B: PAPER B
4 PRINT " "
5 PRINT "*****CELLS*****" PRINT " By S.Forde & D.LAUREN"
6 PRINT "*****Would you like instructions(y/n)?": INPUT 1$
7 IF 1$="y" OR 1$="Y" THEN GO SUB INSS
8 FOR a=0 TO 30: REPEAT .0005,RND*320: PRINT AT 9,a: INK 4: " ": REPEAT .0005,RND*
2
20 PRINT AT 11,a: INK 3: INK 3: " ": NEXT a: PRINT AT 9,a: " ": PRINT AT 11,a
1 " "
3 " FOR q=0 TO 30: REPEAT .0005,RND*320: PRINT AT 9,q: INK 4: " ": REPEAT .0005,RND*3
2
21 PRINT AT 11,q: INK 2: INK 3: " ": NEXT q: PAUSE 30
10 REM *****WELCOME*****
13 LET a$=""
15 LET h$=""
17 LET s$="" LET h$=""
20 LET pass=100 LET poss=20
30 LET a$=INT (RND*30)+1
40 LET a2=0
50 LET a3=INT (RND*30)+1
60 LET a2=0
70 LET a3=a$ LET a3=INT (RND*30)+1
100 LET f=0
200 REM *****SET UP SCREEN*****
210 BORDER B: PAPER B: INK 7: CLS
220 FOR f=1 TO 50
230 LET x=RND*240
240 LET y=RND*170
250 PLOT x,y
260 NEXT f
265 PRINT ##: PAPER 2: INK 0: CELLS
280 REM *****MOVE*****
301 IF INKEY$=" " OR INKEY$="X" THEN PAUSE 0
302 PRINT AT 1,1: "PHITS " :PRINT: IF h$=15 THEN PRINT AT 10,10: "Game over": GO
R 4: TO 10: NEXT q: GO TO 1000
303 PRINT AT 1,20: "HI-SCORE " :PRINT:
305 PRINT AT 1,2: "SCORE " :PRINT:
307 PRINT AT 5,0: " "
310 IF poss<0 AND INKEY$="I" THEN LET poss=poss+2
320 IF poss<0 AND INKEY$="J" THEN LET poss=poss+2
330 IF INKEY$="B" THEN LET f=f+1
400 REPEAT .0005,1: PRINT AT poss,poss: INK 3: " "
410 PRINT AT a$,a2: " "
420 LET a1=a$

```

[illegible]

9819 DATA 1,1,35,35,127,193,255,126  
 9820 DATA 128,128,196,196,254,193,  
 255,126  
 9838 DATA 0,0,1,1,3,127,7,6  
 9840 DATA 0,0,128,128,192,254,224,96  
 9858 DATA 68,126,153,255,127,  
 231,126,68  
 9860 DATA 128,153,255,219,231,189,  
 129,126  
 7100 RETURN



Screen dump for Starfish

BONUS 0 LIVES 1  
 SCORE 888  
 CORRIDOR 1

SCORE 135 HITS 14 HI-SCORE 0



Screen dump for Black

Screen dump for Cells

**Cheetah**  
 Marketing



Cheetah Marketing (reg'd)  
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# PROGRESS

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at 10:00 AM. I will be back at 10:00 AM

**4.2. COMMENTS**

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program for only 2100 1 ma  
store on 22.70 hour 21 "Euphoric  
state" is a growing pain" 2  
Antisocial, 3. Some of Place, Some  
of Bridge, Bridgwater, Somerset

[illegible]

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[illegible]

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single key MACDraw on  
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 durante le forti nevicate o le forti ondate di mare.  
 Questo sistema di travi in legno massiccio è  
 particolarmente adatto per la costruzione di  
 ponti, di viadotti e di altre opere d'arte.  
 Il sistema di travi in legno massiccio è  
 particolarmente adatto per la costruzione di  
 ponti, di viadotti e di altre opere d'arte.



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[illegible]

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 11. **Signature:** \_\_\_\_\_  
 12. **Date:** \_\_\_\_\_

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


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  - Hardware programmed by unique "Custom Cards" that slip right into place
  - Supplied with four preset cards and a blank for immediate use with AGP/Protek, Kongsmin or Sinclair Interface II options
  - Blank cards are infinitely reprogrammable for any key replication
  - Automatic right direction control
  - Does not memory or back up software used in real power dependent
  - Accepts any joystick, including Quickshot II with "rapid fire" or "trackball"
  - Each entry joystick socket maintains the low profile of the system
  - Enhanced Computer Read function for cloning machine code games without pulling the pins or plug
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  - Fully uncontrolled for 28 seconds
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